

## CHAPTER 6. Notes

This section contains acronyms, abbreviations and a list of terms and definitions needed to understand this document.

### 6.1 *Acronyms and Abbreviations*

ACDS	Advanced Combat Direction System
ACINT	Acoustic Intelligence
ADRG	Equal ARC Digitized Raster Graphics
ADRI	Equal ARC Digital Raster Imagery
AGCCS	Army Global Command and Control System
AIA	Air Intelligence Agency
ANSI	American National Standards Institute
API	Application Programmer's Interface
	Application Programming Interface
ACINT	Acoustic Intelligence
AGCCS	Army Global Command and Control System
AIA	Air Intelligence Agency
AID	Aeronautical Information Data
AITs	Adopted Information Technology Standards
AOI	Area of Interest
API	Application Programming Interface
ASRD	AWIS Software Requirements Document
ATCCS	Army Tactical Command and Control System
AWIS	Army WWMCCS Information System
BFACS	Battlefield Functional Area Control Systems
BGDBM	Battle Group Database Management
C2 or C&C	Command and Control
C4I or C <sup>4</sup> I	Command, Control, Communications, Computer, and Intelligence
CAC	Compressed Aeronautical Chart
CADRG	Condensed Equal ARC Digitized Raster Graphics
CASS	Common ATCCS Support Software
CBI	Computer Based Instruction
CCM	Cross Country Movement
CDS	Combat Direction System
CHART	Charting and Mapping Module (US Navy)
CHS	Common hardware/Software
C/I/A	CINC/Service/Agency
CIB	Controlled Image Base
CMS	Common Mapping Standard
CMTK	Common Mapping Toolkit
COE	Common Operating Environment
COMINT	Communications Intelligence
COP	Common Operational Picture
COTS	Commercial Off-The-Shelf
CSC	Computer Software Component
CSCI	Computer Software Component Item
	Computer Software Configuration Item
DAFIF	Digital Aeronautical Flight Information File
DCE	Distributed Computing Environment

DCHUM	Digital Chart Updating Manual
DCW	Digital Chart of the World
DFAD	Digital Features Analysis Data
DIA	Defense Intelligence Agency
DIAM	Defense Intelligence Agency Manual
DID	Data Item Description
DII	Defense Information Infrastructure
DISA	Defense Information Systems Agency
DISNET	Defense Integrated Secure Network
DMA	Defense Mapping Agency
DoD	Department of Defense
DoDIIS	Department of Defense Intelligence Information Systems
DT	Datum Transformation
DTED	Digital Terrain Elevation Data
DTG	Date Time Group
DVOF	Digital Vertical Obstruction File
Dynapath	Dynamic Programming Path
ELINT	Electronic Intelligence
ELNOT	ELINT Notation
EPLRS	Enhanced Position Location Reporting System
FLIR	Forward Looking Infrared
FQT	Formal Qualification Test
FRD	Functional Requirements Document
GCCS	Global Command and Control System
GENSER	General Services
GEOREF	Geographic Reference
GMTI	Ground Moving Target Indicator
GOTS	Government Off The Shelf
GPS	Global Positioning System
GSORTS	Global Status of Resources and Training System
GTN	Global Transportation Network
HCI	Human-computer interface (TAFIM, Vol. 8)
H/W	Hardware
IAW	In Accordance With
IBS	Integrated Broadcast System
ICM	Incoming Communications Manager
IDB	Interoperability Database
IOC	Initial Operating Capability
ITD	Information Technology Division Interim Terrain Data
JDISS	Joint Defense Intelligence Support Services
JMCIS	Joint Maritime Command Information System
JMIE	Joint Maritime Intelligence Element
JMTK	Joint Mapping Tool Kit
JROC	Joint Requirements Oversight Council
JSTARS	Joint Surveillance and Target Attack Radar System
JWICS	Joint Worldwide Intelligence Communications System
LAN	Local Area Network
LE	Linear Error
LLLTV	Low Light Level Television

LND	Land
LOS	Line-of-Sight
MASINT	Measurements Intelligence
MCG&I	Mapping, Charting, Geodesy, and Imagery
	Mapping, Charting, Geopositioning, and Imagery
MCS	Modernized Catalog System (DMA)
MGRS	Military Grid Reference System
MIDB	Modernized Intelligence Database
MLS	Multi-Level Security
MOS	Modular Operating System
MTI	Moving Target Indicator
MTST	Maneuvering Targets Statistical Tracker
NITF	National Imagery Transmission Format
NSA	National Security Agency
OOB	Order of Battle
OTCIXS	Officer-in-Tactical Command Information Exchange Subsystem
PIF	Pseudo-Identification Feature
PIM	Path of Intended Movement
PITD	Planning Interim Terrain Data
PLRS	Position Location Reporting System
POS	Point of Service
PPDB	Point Positioning Data Base
PRI	Primary
	Pulse Repetition Interval
PVOD	Probabilistic Vertical Obstruction Data
RAD	Rapid Applications Development
RADAR	Radio Detection and Ranging
RF	Radio Frequency
RPC	Remote Procedure Call
RPF	Raster Product Format
SAR	Synthetic Aperture Radar
SCAN	Scan Type Code
SCI	Sensitive Compartmented Information
SCONUM	Ship Control Number
SDBMS	Spatial Database Management System
SDE	Software Development Environment
SDF	Software Development Folder
SENSOREP	Sensor Report
SIPRNET	Secret Internet Protocol Router Network
SLF	Standard Linear Format
SMC	Surface Material Code
SOF	Status of Forces
SORTS	Status of Resources and Training System
SPAWAR	Space and Naval Warfare Systems Command
SPM	Signal Parameter Manager
SQL	Structure Query Language
SRS	Software Requirements Specification
	System Requirements Specification
SUB	Submarine
TARGET	Tactical Analysis Replanning Graphical Execution Toolbox

TADIL	Tactical Digital Information Link
TADIXS	Tactical Data Information Exchange Subsystem
TBM	Theater Ballistic Missile
TBS	To Be Supplied
TCMS	Track Correlation Management Services
	Track Correlation Management System
Tdb	Tactical Database
TDB	Track Database
Tdbm	Track Database Manager
TDBM	Track Database Manager
TDDS	Tactical Data Dissemination System
TDP	Tactical Data Processor
TEM	Terrain Evaluation Module (US Army)
TIBS	Technical Information Base
	Tactical Information Broadcast Service
TRAP	TRE and Related Applications
TRE	Tactical Receive Equipment
TRIXS	Tactical Reconnaissance Information Exchange System
UB	Unified Build
UID	Unique Identification
UNIX	Computer Operating System (originally developed by Bell Labs)
USA	United States Army
USAF	United States Air Force
USCG	United States Coast Guard
USMC	United States Marine Corps
USN	United States Navy
UTM	Universal Transverse Mercator
VPF	Vector Product Format
WAN	Wide Area Network
WVS	World Vector Shoreline
WWMCCS	World Wide Military Command and Control System

## 6.2 Glossary

The following list identifies the terms that are used in this document along with their associated meanings.

### **Abnormal Termination**

Unanticipated shutdown of workstation processes and/or communications activities.

### **Alert**

A software-controlled notification of an exceptional or critical condition. Alerts are usually displayed to the system operator for acknowledgment and corrective action. In this case the usage implies the need of one process to notify another process of an event.

### **Audit Trail**

A set of historical records that traces the transactions and updates to a designated resource (e.g., a database).

### **Autonomous**

Independent, self-managed.

### **CBI**

Instructional service intended to provide users with informal, structured lessons of system operation.

**COE**

Common Software that provides a framework and standard functionality for the development of C2 systems.

**Dynamic**

In the COE, dynamic actions are those which may be accomplished without interrupting the ongoing processes on a workstation or network. (e.g., dynamic reconfiguration of a network must occur without taking the network down)

**Hardcopy Device**

An output device that provides a permanent, printed (or plotted), paper record of application-supplied data.

**Job Planning**

Service identifying all tasks involved in completion of jobs and required order of execution.

**Message**

A message is a unit of data conveyed from one communicating software entity to another. No assumptions are made as to the format or content of the message.

**MLS**

Security concept allowing data access to be controlled by user classification level, not by system level. See "Multilevel Security...."

**Network**

Multiple workstations connected by a wire or fiber-optic media. Networks may be local (LAN), city-wide or campus-wide (MAN), or wider area up to global (WAN) in coverage.

**Object-Level**

Term referring to information related to objects (e.g., Help button) within a window.

**On-Line Help**

Help service focusing on task-specific instruction intended to give users brief coaching tips.

**Open Public Interface**

A stable programming-language interface to a Common Software function which is published in the Interface Design Document and the Programmer's Guide.

**Pop-Up**

A window or menu on a display that seemingly appears "out-of-nowhere", but is actually the action of an application (which may be reacting to an operator action or may be autonomously displaying data to the operator).

**Process**

An executing software program. Processes are characterized as a combination of a machine state and an execution space on a workstation. Processes are individually managed by the operating system.

**Pull-down**

A expanded set of menu selections that becomes visible when the operator selects an associated menu bar entry or menu item. Pull-downs can overlap or cascade.

**Queue**

An ordered list or data elements that has a predefined organization and access scheme.

**Standard Message**

A formatted ASCII text message from the USMTF, ACCS or STANAG Message Sets.

**Window**

An application-managed X-System widget that provides a data display or operator dialog area.

**Window-Level**

Term referring to information relating to all elements and features within a window.

**Workstation**

A processor and its associated storage, display, communications, and operator i/o devices, taken as a whole. (e.g., HCU, TCU, LCU -- CHS Workstations).

### **6.3 Standard Verbs**

A set of unambiguous transitive verbs has been identified and defined. The verbs have been used in the development of the functional requirements in this specification.

#### **ABORT**

Terminating an activity prematurely.

#### **ACCEPT/REJECT**

Receiving data that is judged to satisfy a requirement, and the reverse.

#### **ACCESS**

Reading or writing data structures from a mass storage device.

#### **ACKNOWLEDGE**

Reporting the receipt of a message and whether the message was with, or without errors to the originator of the message.

#### **ACTIVATE/DEACTIVATE**

Causing a device to begin running, and the reverse.

#### **ADD/MODIFY/DELETE**

Manipulating/changing data elements.

#### **ADDRESS**

Providing a unique identifier for the receiver of data.

#### **ALLOCATE/DEALLOCATE**

Designating storage resources for a specific purpose, and the reverse.

#### **ASSIGN**

Giving out a task; delegating responsibility for an activity to a subordinate.

#### **CLASSIFY/DECLASSIFY**

Associating a DoD security classification to an element, and the reverse.

#### **CLOSE**

See OPEN/CLOSE.

#### **COMMUNICATE**

Sending/receiving messages between logical and/or physical entities.

#### **CONFIGURE**

Identifying, and arranging the elements in a group or network.

#### **CONNECT/DISCONNECT**

Linking elements across a communications circuit, and the reverse.

#### **CONTRACT**

See EXPAND/CONTRACT.

#### **CONVERT**

Changing a data element from one form or state to another.

#### **COPY**

Duplicating selected data from a screen display. See also CUT and PASTE.

#### **CREATE/DESTROY**

Causing a data element to exist, bringing it into being, building it, or producing it, and the reverse.

#### **CUT**

Removing selected data from a screen display. See also COPY and PASTE.

#### **DEACTIVATE**

See ACTIVATE/DEACTIVATE.

#### **DEALLOCATE**

See ALLOCATE/DEALLOCATE.

**DECLASSIFY**

See CLASSIFY/DECLASSIFY.

**DEFINE**

Describing the precise nature and qualities of entities (e.g., of a data element, data storage).

**DELAY**

Suspend processing for some specified finite period of time.

**DELETE**

1. Causing a record or data element to cease to exist.
2. See ADD/MODIFY/DELETE.

**DELIVER**

Provide information to the client process for action.

**DEQUEUE**

See QUEUE/DEQUEUE.

**DESELECT**

See SELECT/DESELECT.

**DESTROY**

Causing a data element to cease to exist. See CREATE/DESTROY.

**DETERMINE**

Evaluating or appraising based upon specific criteria or knowledge base.

**DIM**

See HIGHLIGHT/DIM.

**DISABLE**

Stop a designated activity to be performed. See also ENABLE/DISABLE.

**DISCONNECT**

See CONNECT/DISCONNECT.

**DISPLAY**

Exhibiting a data element or group of elements on a visual data workstation.

**DISTRIBUTE**

Dispersing data elements to identified local activities or across a network.

**DOWNLOAD/UPLOAD**

Transferring data from a superior to a subordinate, and the reverse.

**EDIT**

Correcting, modifying, or adapting a data element in a controlled manner.

**ENABLE/DISABLE**

Allowing a designated activity to be performed, and the reverse. See also DISABLE.

**ENFORCE**

Compelling observance of specified standard of practice.

**ENSURE**

Performing a decisive action to achieve a desired result.

**ENTER**

Introducing a data element into the system from an outside source.

**ERASE**

Replacing all information in a designated storage area with binary ones.

**EXCHANGE**

Transmitting data and receiving data in return between logical or physical entities.

**EXPAND/CONTRACT**

Increasing or decreasing size (e.g., computer resource, data structure).

**EXPOSE/HIDE**

Making data elements on a visual data W/S visible, and the reverse.

**FAIL-OVER**

Switching seamlessly to a backup device or server process when a failure has been detected in the primary.

**FILL**

Entering data into pre-defined storage structures (e.g., forms).

**FIND/SEARCH**

Locating a data element of a designated value or a set of values.

**FORMAT**

1. Transferring application-specific information (e.g., map regions military symbology, text, etc.) into a form understandable by the underlying graphics package
2. Initializing certain storage media.

**FORWARD**

Sending received data on to a subsequent destination or address.

**HANDLE**

Accessing, controlling, or releasing a data element.

**HIDE**

See EXPOSE/HIDE.

**HIGHLIGHT/DIM**

Making a data element prominent by altering its visual representation, and the reverse.

**IDENTIFY**

Ascertaining the identity and/or the nature of a data element.

**IMPLEMENT**

Proceeding according to a plan or design.

**INITIALIZE**

To load, and/or make ready to execute, and/or execute in order to establish a set of starting conditions.

**INITIATE/TERMINATE**

Causing a designated activity or process to begin, and the reverse.

**INPUT/OUTPUT**

Getting data from a device (not storage) or activity, and the reverse.

**LABEL**

Applying an annotation to the designated data element.

**LIMIT**

Restricting the value of a data element to pre-defined boundaries.

**LOCK/UNLOCK**

Restricting access to data elements or storage areas, and the reverse.

**LOG**

Recording/printing designated events and selected related information.

**MAINTAIN**

Preserving designated data elements through correction and updates.

**MERGE**

Combining sorted data retaining the original ordering scheme.

**MODIFY**

See ADD/MODIFY/DELETE.

**MONITOR**

Systematically watching for the occurrence of designated events or data.



**NOTIFY**

Sending/Returning a message to a designated activity or person.

**OPEN/CLOSE**

Making the contents of a file visible and accessible, and the reverse.

**OPERATE**

Functioning effectively according to pre-defined rules.

**OUTPUT**

See INPUT/OUTPUT.

**PARSE**

Breaking a compound data element down into components.

**PASTE**

Redisplaying previously cut or copied data on a screen display. See also COPY and CUT.

**PLOT**

See PRINT/PLOT.

**POLL**

Interrogating a server to assess status, determine availability of data.

**POSITION**

Placing a data element in the desired location on a display.

**PREVENT**

Performing a decisive counteraction to stop something from happening.

**PRINT/PLOT**

Producing hardcopy on a printer or printer/plotter.

**PROCESS**

Following a series of operations that bring about a result.

**PROVIDE**

Furnishing or giving access to a designated capability or service.

**PURGE**

The procedure to totally and unequivocally erase or overwrite all information stored in memory or on magnetic or optical media. Purging is one prerequisite to declassification of media. (Purging is performed on an entire media basis.)

**QUALIFY**

Meeting specified requirements.

**QUEUE/DEQUEUE**

Adding an entry (data element) to a queue, or removing an entry from the queue.

**READ/WRITE**

Getting data from a mass-storage device, and the reverse.

**RECEIVE**

See SEND/RECEIVE.

**RECONFIGURE**

Changing or rearranging the elements in a group or network.

**REFORMAT**

Changing the organization of a data element from one form to another.

**REINITIALIZE**

Redefining the starting conditions of an activity and restarting it.

**REJECT**

See ACCEPT/REJECT.

**REPOSITION**

Moving a data element from one location to another on a display.

**RESUME**

Restart or continue an activity with the possibility of suspending the activity. See also SUSPEND/RESUME.

**RETRIEVE**

Finding and bringing back, usually by copying the desired entity.

**RETURN**

1. Passing data elements to a requesting application program
2. Going back to a predefined location or configuration.

**ROUTE**

Providing a message destination and/or transmission path.

**SANITIZE**

Removing selected information for the purpose of changing the classification of a file or object from one classification to another

**SEARCH**

See FIND/SEARCH.

**SECTION**

To divide or segment a message into fragments.

**SELECT/DESELECT**

Choosing from a number of pre-defined alternatives, and the reverse.

**SEND/RECEIVE**

Transmitting data over a communication link, and the reverse.

**SET**

Changing the designated data element to the desired value or state.

**SORT**

Arranging data in a specified ordering scheme.

**STORE**

Transferring data to a specified storage media.

**SUBMIT**

Entering a request.

**SUSPEND/RESUME**

Interrupting an activity with the possibility of restart, and the reverse.

**TERMINATE**

Causing a designated activity or process to stop. See also INITIATE/TERMINATE.

**TRANSFER**

Conveying or shifting a data element or message from one location to another.

**TRANSFORM**

Converting data from one representation to another.

**UNLOCK**

See LOCK/UNLOCK.

**UPDATE**

Changing the content of a data element to provide replacement information.

**UPLOAD**

See DOWNLOAD/UPLOAD.

**UTILIZE**

Employing the services or functionality of some other specified capability.

**VALIDATE**

Determining whether a data element should receive official sanction.

**VERIFY**

Determining whether a data element meets pre-defined criteria.

**VIEW**

Provide a visual display of information for the operator.

**WAIT**

Suspend processing until one or more events occur.

**WRITE**

See READ/WRITE.